

40 Pages of Magical Games, Crafts, and Coloring!

Disney FAIRIES



Pixie Hollow
**GAMES
SPECIAL!**

Bonus!
PULL-OUT POSTER

FEBRUARY 2012

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Join the Fairy Club!
SEE PAGE 39





Welcome



Pixie Hollow Fun!

Hi, fairy friends! Welcome to our special issue of *Disney Fairies* magazine, featuring activities and stories from the Pixie Hollow Games! Join Queen Clarion, Tinker Bell, Rosetta, Silvermist, and the other fairies for magical adventures at the exciting event.

So turn the page, and let the fun and games begin!



This magazine belongs to:



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On your mark... get set... glow!

Meet the Teams

Garden Team

ROSETTA

Ro brings **beauty** to the world, but thinks **it's all that garden fairies can do**. She feels she's just **not cut out for athletic events**, but she'll discover she can be **much more than a pretty face**.

Garden fairies' banner

Rosetta wears these goggles for Derby Cart Racing!

CHLOE

A new arrival, **Chloe is full of energy! She's determined to break the Garden Team's losing streak** and might just be athletic and enthusiastic enough to help her team win.

Ro likes the Teacup Challenge!

Garden fairies' derby cart



Storm Team

RUMBLE

Storm fairies Rumble and Glimmer are **the four-time champions of the Games**. Rumble is a cool and competitive sparrowman who's **willing to do whatever it takes to win again!**

The Storm Team is going for a record fifth straight championship ring!



GLIMMER

Glimmer had to work hard to **get on the team**, but **she's a strong, determined fairy**. Unlike her teammate, Rumble, she **respects her competitors and likes to play fair**.

Storm fairies' derby cart



Storm fairies' banner

Meet the Teams

Tinker Team

TINKER BELL

She's feisty yet charming, lovable, and **armed with a positive attitude** and a talent for tinkering. **She's super enthusiastic about the Games** and is overjoyed to be teamed up with Fairy Mary.

Tinker fairies' banner

Fairy Mary is very good at Twig Spheres!

Tink excels in Mouse Polo . . . all thanks to Cheese!

FAIRY MARY

As the head tinker and Tink's partner, Fairy Mary has more than a little **experience** in the Games! In true tinker style, **Fairy Mary has developed her own unique strategies** for the competitions.



Animal Team



FAWN

Always up for **adventure**, Fawn is a rough-and-tumble fairy who **loves to get her wings dirty** during the Pixie Hollow Games!



BUCK

To become **Fawn's partner**, Buck had to endure Fawn's rodeo-style challenge of **staying on a bucking bullfrog for eight seconds**. He was the **only one** to complete the challenge!



Fawn's favorite sporting event is Leapfrogging!





Let the

All the teams are in the Coliseum, ready to compete in the first events of the Pixie Hollow Games. Good luck, everyone!



LEAPFROGGING

Players **pair up and ride saddled frogs!** Each team's animals need to jump over each other to move forward. So it's really important for there to be **good coordination between the teammates . . .** and the frogs, too! To finish the race, the teams need to **complete two laps around the Coliseum.**



This light structure made of twigs and blades of grass lets the frogs jump "on all eights"!

Leapfrogging is Fawn's favorite sport, and her team crosses the finish line first!



At first, Rosetta can't stand the idea of riding in the saddle of such a slimy creature!

Games Begin!



DRAGONFLY WATERSKIING

The second day of the Games opens with a **lively race!** This time, the teams need to give it their all by showing they have quick reflexes and a **great sense of teamwork.** Towed by dragonflies, the players **skim the surface of the water** while navigating around obstacles. **The team that finishes with the best time wins!**

Dragonfly Waterskiing is the water fairies' favorite event.



The Pixie Hollow Games

The garden fairies have never won the Pixie Hollow Games, and Rosetta has never taken part in them, but this time there's no turning back: the big day has arrived!

Bobble welcomes the fairy fans and introduces the rules!

The Games will span the next **three days**, with the last-place team eliminated after each event...

...all leading up to the **Pixie Cart Derby**, where the final four teams will race for the championship!

And so, let the Games...

...let the Games **begiiin!**

Continued on page 10

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The first teams enter the arena.

The fast-flying
fairies...

...the animal
fairies...

...the light fairies, and
the water fairies!



Tinker Bell and Fairy Mary are
the Tinker Team!



The Dust-keeper Team is
the next to come, with
its unique uniforms.

Hee hee!





All the athletes are ready!

Fireworks fill the sky...

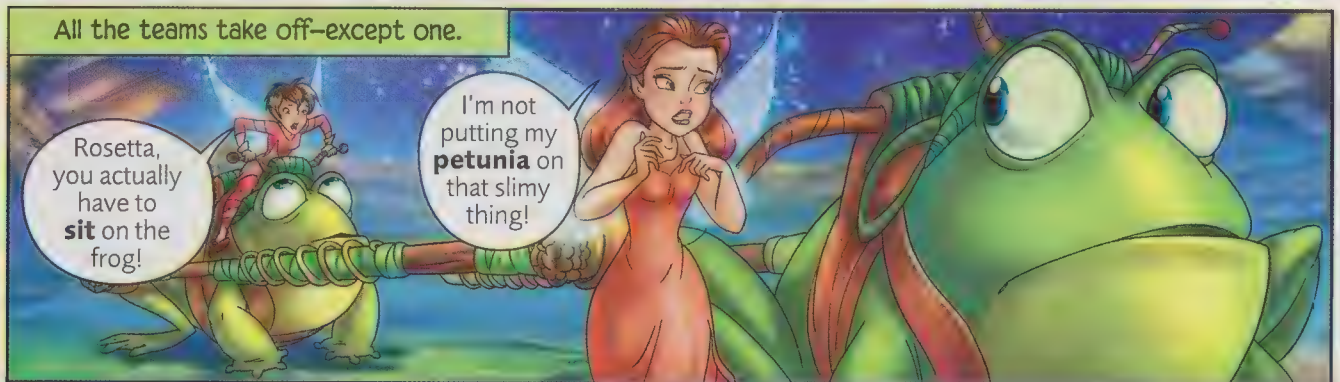
BOOM

...and Queen Clarion presides over the opening ceremonies.

Good luck to
all our competitors...
and may the best
team win!

Hooray!

Yay!



Except the healing-talent
fairies, who aren't
doing very well, either.



Due to Rosetta's
accident, the animal
fairies pull in front
of the storm fairies
to win the first event.



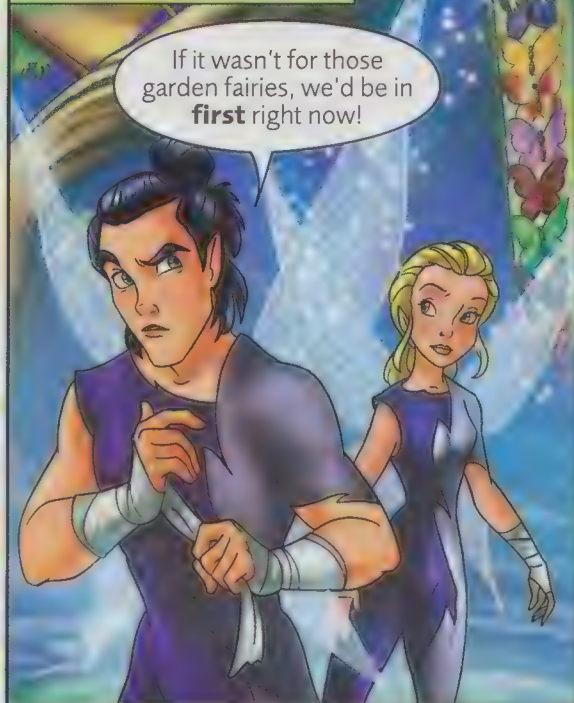
Later, our heroines also
reach the finish line.



Rosetta and Chloe are in last place, but they're still in it!



Ro isn't thrilled, and neither is Rumble.



But now it's time to get some rest.



The other garden fairies are excited about their team's performance.





But Chloe is sure that Ro's doing her best.





STORM SYMBOLS

There are three items marked with the Storm Team's lightning-bolt symbol: its banner, ring, and scoreboard butterfly. Draw them in the grids so each item appears just once in each row and each column.



FAIRY DOMINOES

Help Chloe and Rosetta play dominoes. Put the numbered tiles in the correct places.

Remember: each picture needs to be next to its matching pair!



The right pairs are:

Leapfrogging Fun

*Rosetta's not all that
happy to compete in
the Leapfrogging race.
Give her a hand by
coloring the picture
with markers.*





WATER MAZE

Garden
of Games

*Which team will win the race? Follow the lines
through the pond, and you'll find out!*

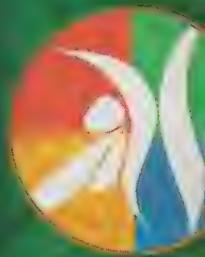


Answer on page 41.



Disney

PIXIE HOLLOW GAMES





Disney
Fairies

SHELL SPLASH!

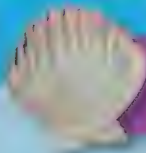
Here's a fairy-style board game you can play with a friend. It's just like the game Battleship, but with pretty shells. Have fun making a splash!





SETUP

You and your friend should each start with **10 shells and 2 game grids** (photocopy from the following pages). On one grid, you'll each secretly set up your shells and record your friend's guesses. On the other grid, you'll mark your own guesses. Like Battleship, the object is to guess where your friend's shells are hidden and **sink the shells**.



THE SHELLS

Some shells take up only 1 square on the grid, while others take up 2, 3, or 4 squares. Each player has the following shells:

- **4 shells** with only 1 section
- **3 shells** with 2 sections
- **2 shells** with 3 sections
- **1 shell** with 4 sections



GAME GRIDS

Each square on the grid is identified by **a number** (its row) and **a letter** (its column). For example, 3C is the square where row 3 meets column C.



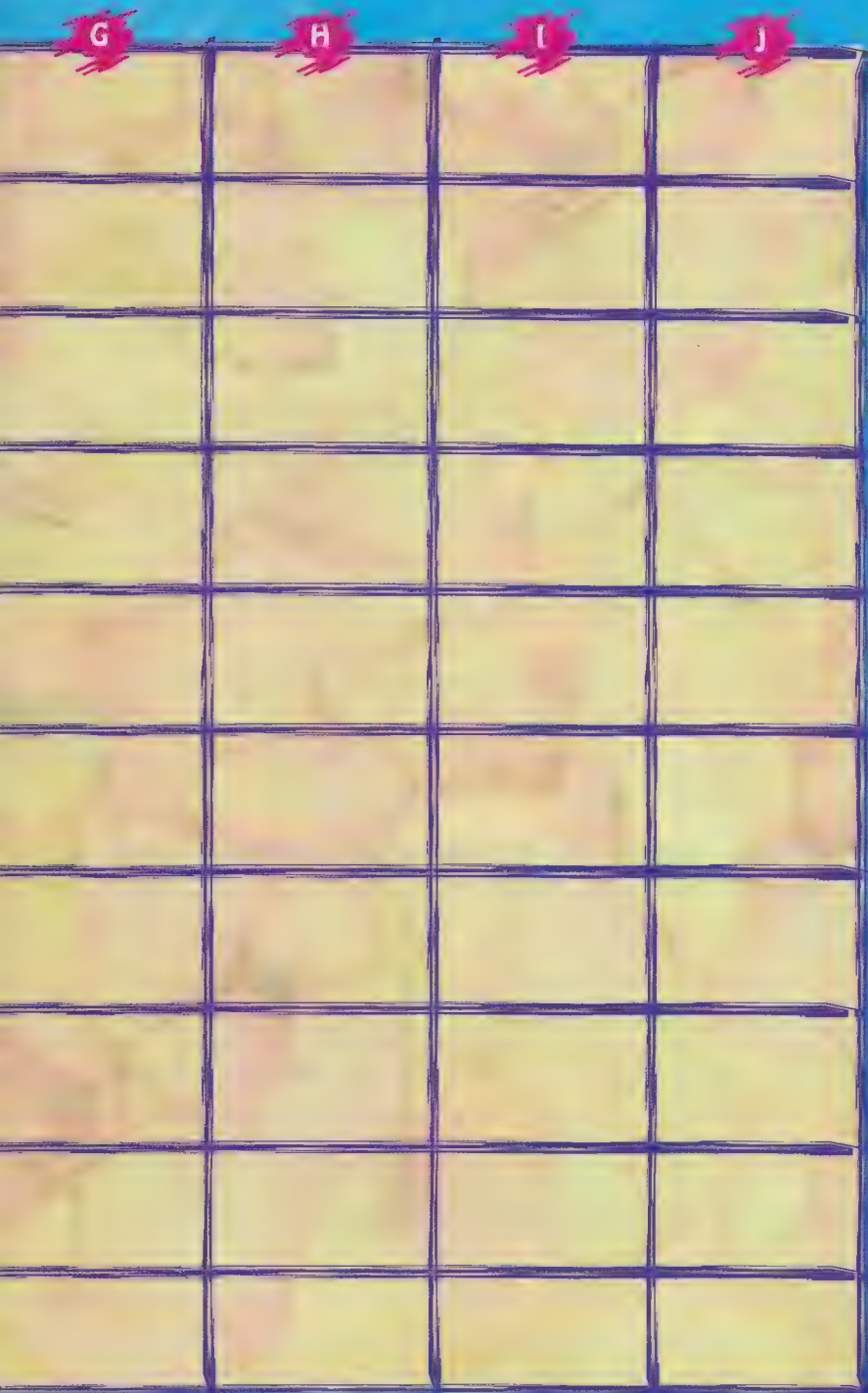


SHELL SPLASH!



	A	B	C	D	E	F
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						

Photocopy the grid 4 times. Each player gets 2!

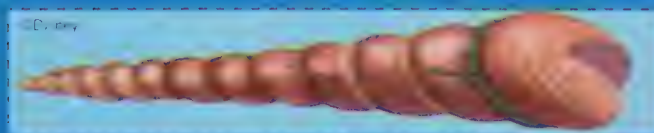
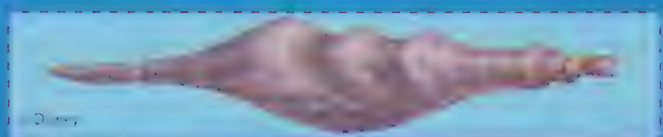
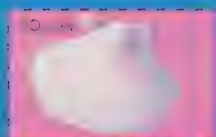
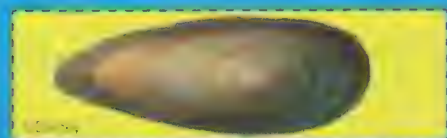
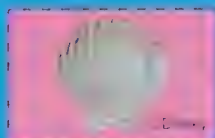
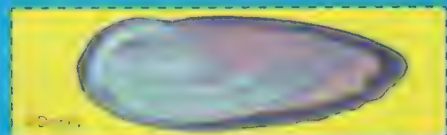


HOW TO PLAY

1. Both players should secretly place their **shells** on one of their grids. Then they take turns guessing where their opponent's shells are hidden. If a guess is a miss, the opponent calls out "**water.**" If it hits part of the shell, she says "**plunk.**" If a guess hits a one-piece shell or the last unhit piece of a bigger shell, the opponent says "**sink!**"
2. When a shell sinks, it should be turned facedown on the board.
3. On the second grid, each player should keep track of the guesses by writing a W for "**water,**" an S for "**splash,**" and an X for "**sink.**" They should also mark their opponent's guesses on the grid with the shells.
4. After all of one player's shells have been sunk, the game ends and the other player wins.

SHELL SPLASH!

Photocopy the shells on this page twice and cut them out so you have 2 sets of shells: one for you and one for your friend. Remember: some of the shells will cover 2, 3, or 4 squares on the game grid.



Bobble Magic

*The Pixie Hollow Games have
an outstanding commentator,
the tinker fairy Bobble! Give
him a touch of color.*



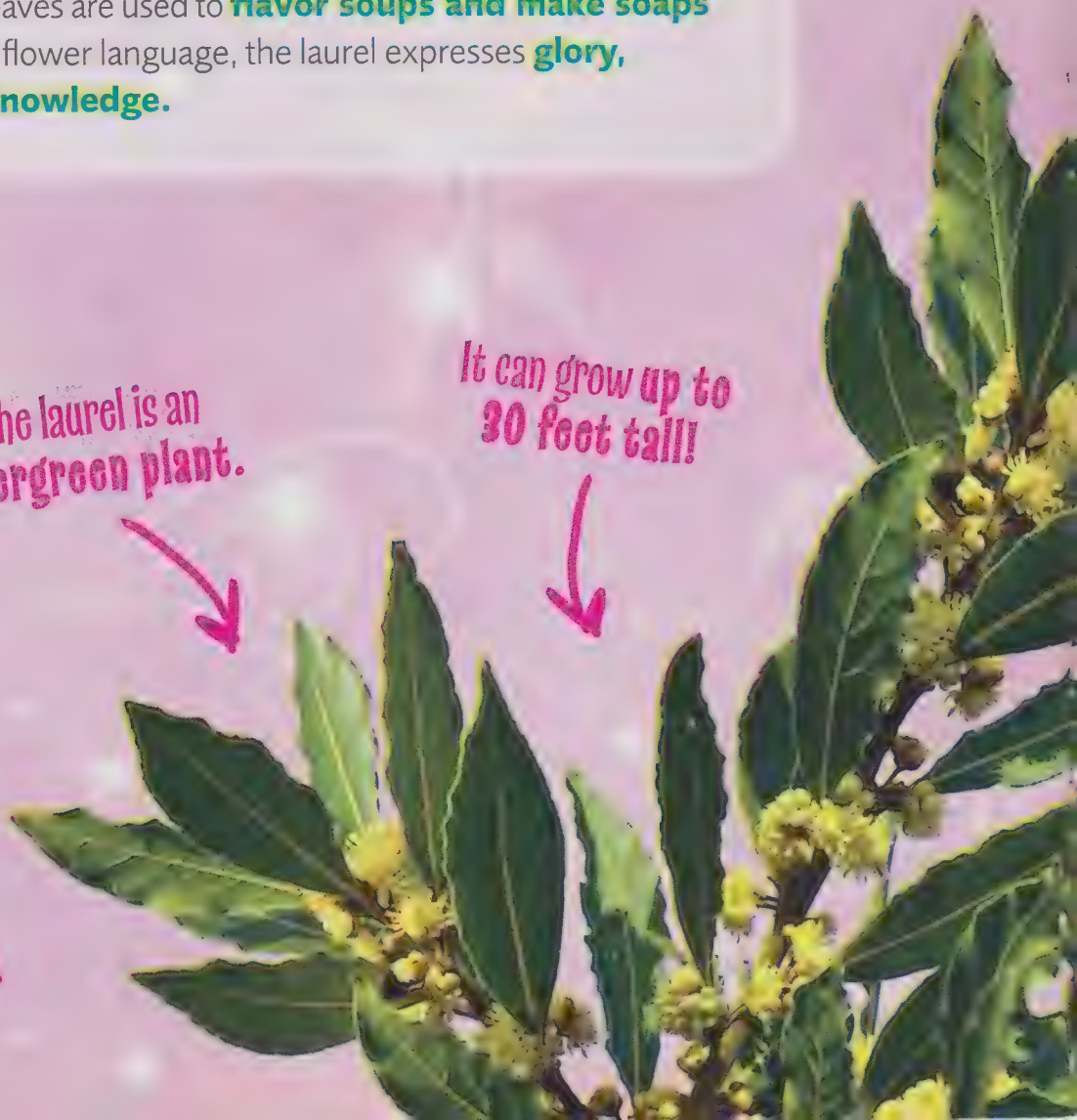
Laurels are the flowers of champions! In ancient times, winners of the Olympic games were crowned with wreaths made of laurel leaves. But that's not all...

Laurel wreaths were also awarded to **famous poets and victorious warriors**. This plant (whose full name is bay laurel) has **a strong scent**, and bay leaves are used to **flavor soups and make soaps and candles**. In flower language, the laurel expresses **glory, triumph, and knowledge**.

The laurel is an
evergreen plant.

It can grow up to
30 feet tall!

Its little blossoms
are white or yellow.



Place Flower

Mountain laurel, a type of laurel that isn't as strongly scented as bay laurel, **stands out for its beautiful flowers**. Pink, white, red, or speckled, **its blossoms grow in perky clusters**.



Mountain Laurel

SPOT THE LAUREL



Can you spot the 3 differences between these 2 sprigs?



Answer on page 41

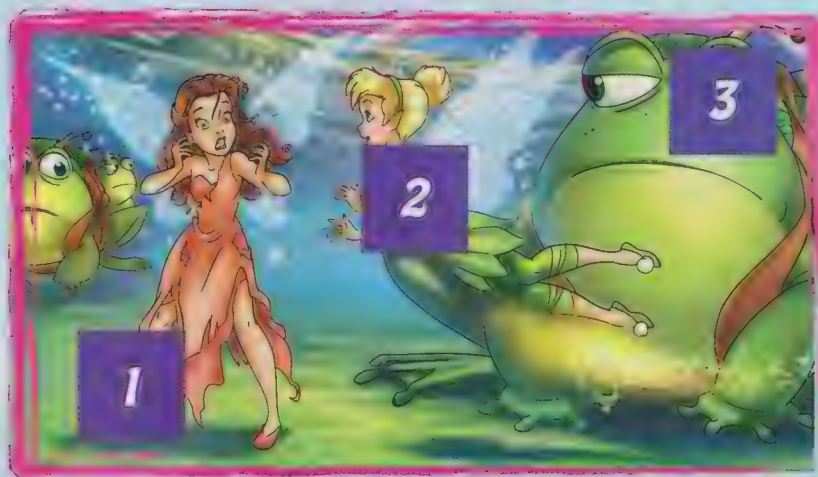
The fairies are making their entrance into the Coliseum, but something's wrong! There are 4 mistakes in the picture. Find them and write down what they are. Hint: look at the comic on page 10.



The mistakes are:



MISSING PIECES



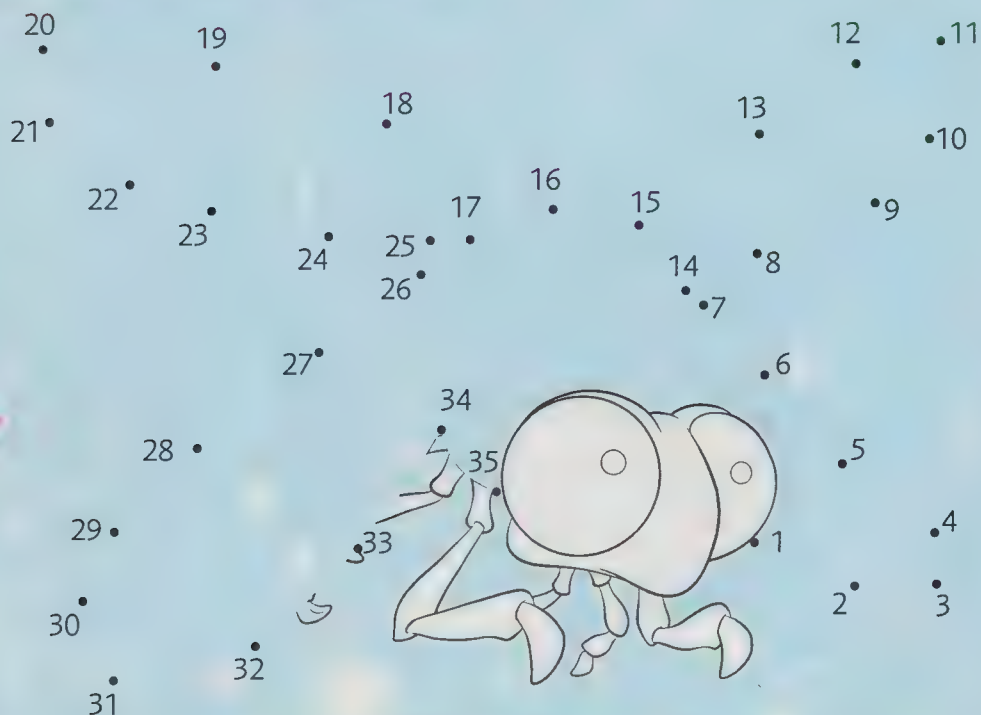
Rosetta doesn't seem happy after Leapfrogging. Find the missing puzzle pieces to complete the picture.

The right pairs are:



DOT-TO-DOT FUN

Connect the dots to discover a friend who takes part in the Games.



*Which animal would win a jumping contest?
Find out why the kangaroo is a jumping champion!*

The kangaroo's **hind legs are bigger and stronger than its front paws**. In order to get around, it **has to hop!** And it hops super fast! It can reach more than **30 miles per hour** with hops over **30 feet long and 9 feet high!** When the kangaroo runs, **it uses its tail to keep its balance**. When it rests, it uses its tail as a chair!



Timid, easily frightened kangaroos live in groups called "mobs" and graze together on the plains.



The kangaroo family is very large. There are small species, like the rock wallaby (only a couple feet long), which can jump around rocks with leaps up to 13 feet long!

Champions



The kangaroo is the **national symbol of Australia**, its country of origin. It can be seen on **monuments, coins, stamps**, and even the Australian coat of arms.






A newborn kangaroo is as small as a cherry but strong enough to cling to its mother's fur and climb up to her pouch. It lives in the pouch until it's around a year old.






*To be a great teammate, you need to work together!
Read the statements below and circle your style.*




Two of your teammates are arguing...

-  It's none of your business!
-  You help them work it out.
-  You distract them with some extra practice.




During a game, one of your teammates is rude to you...

-  You're rude back to them.
-  After the game, you ask them what's wrong.
-  You feel sad and say nothing.




One of your teammates wants out of the group...

-  Whatever!
-  You try to find out why.
-  You get the whole team together for a snack.

Your team has just won a game...

-  You can't wait to show everyone your trophy.
-  You hug your teammates.
-  You congratulate the best player.

Your team has just lost a game...

-  You're mad at the players who didn't play well.
-  It was fun, so it doesn't matter.
-  You try to figure out how the team could improve.



Teammate Test!



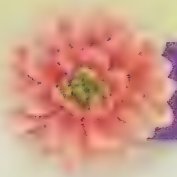
MOSTLY YELLOW

When you're out on the field, there's one thing on your mind: **winning the game!** But you might not be respectful of your teammates . . . and **good-bye, first place!** With a pinch of **extra attention toward your team**, everything becomes easier . . . and (most important) more fun!



MOSTLY PURPLE

You're an **understanding teammate who's always ready to listen** to others. And most important, **your team really looks up to you!** You like to play and win, but you know perfectly well that it takes **teamwork and understanding!**



MOSTLY PINK

You encourage your teammates when their spirits are down, maybe with a little treat or an extra game. **To you, playing sports means having fun**, and it's a chance to make new friends.





A Team

As you watch the Pixie Hollow Games, wear this team uniform to show your spirit. Just follow the fairies' instructions!

YOU WILL NEED:

- Cotton T-shirt
- Fabric paint (we used blue and yellow)
- Paintbrushes
- Large bowl



T-shirt!



HOW DO YOU MAKE IT?

1

Pour a little water into the bowl.
Add some fabric paint and mix
it together with a paintbrush.



2

Pick up the center of the T-shirt between
your thumb and pointer finger.



3

Roll the T-shirt
up as shown.



4

Dip the rolled-up tip of the T-shirt into the colored water.



5

Your T-shirt is almost ready! Decorate it however you like with a small paintbrush and fabric paints (see our painted butterflies). Once the T-shirt dries, it's ready to wear!



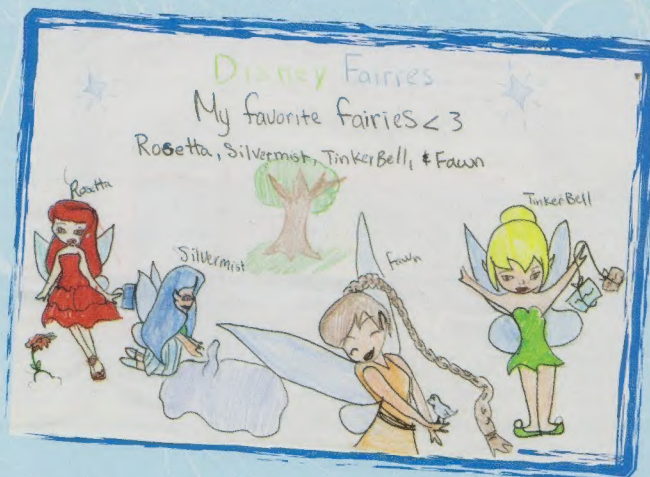
Welcome to the Club!

Fairy Club

Check out these fairy pictures from kids just like you! You can send the fairies your **drawings, poems, and letters**, and some will be featured here in future issues! Please include the **release form** on the next page, which has our address.



Fairy Emma
Dorothy, age 8, Dane, WI



My Favorite Fairies
Jenny, age 11, Philadelphia, PA



Flying Fairies
Olivia, age 7, Bethlehem, PA



Fairies Making a Gift for Queen Clarion
Kailee, age 8, Ontario, Canada

Disney FAIRIES



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you send to the Fairy Club. Thanks!



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Signature _____ Date _____ Birth Date ____ / ____ Year _____

I, _____ [print name], am the parent/legal guardian [choose one] of the minor child who has signed above. I hereby consent and agree on behalf of myself and my minor child to all of the terms and conditions set forth above and to having my minor child's name and drawing and photograph, if I have enclosed one, published in Disney Fairies magazine. Publisher reserves the right to include your child's name and drawing and/or photo or not to include them depending on space considerations.

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City _____ State _____ Zip Code _____

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Answers

PAGE 17 Storm Symbols

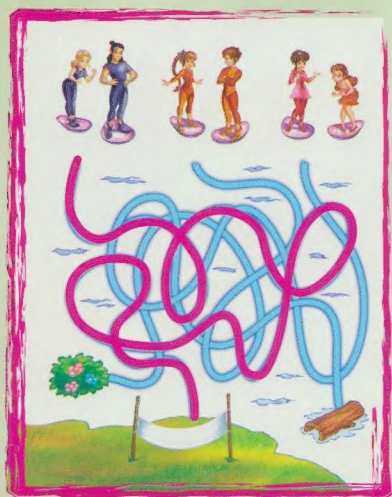


PAGE 17 Fairy Dominoes

The right pairs are:
A4, B3, C1, D2

PAGE 19 Water Maze

The pink path is correct.



PAGE 29 Spot the Laurel



PAGE 30 Picture This

The mistakes are:

1. Vidia's headband is pink, not purple.
2. The animal fairies' banner is green but should be orange.
3. The sun on the light fairies' banner is blue instead of yellow.
4. Marina's pants are orange instead of blue.

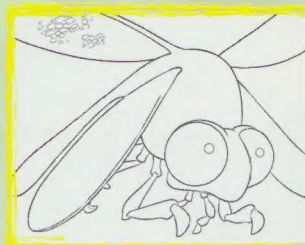


PAGE 31 Missing Pieces

The right pairs are:
1D, 2E, 3A

PAGE 31 Dot-to-Dot Fun

One of the friends that takes part in the Games is the dragonfly.





Pixie Hollow

Let's go shopping!

Sounds great!



Create a Fairy and fly into the online world!

Shop for fashions, adopt an Animal Friend, play games and more!*

DisneyFairies.com/PixieHollow

*Some features require paid Membership

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